



The Imaginings Network Offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our members needs as possible. This is where you will find Yarnies Guild and Red Raven Squadron meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, you will find classes, clubs and discussions on a multitude of special interests from politics to self-help groups, poetry to computer programming and from video games to university-level classes. Only your Imaginings can limit the number of conference topics available to INN members.

The following is the schedule of conferences for the month of January as of December 8. The schedule is subject to change. Conferences marked "Private" or "Inv" require approval from the conferece host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box below the conference name. This questions only should be sent to box 996. All times listed are Pacific Time

MONDAY

TEEN SCENE:

- 5 pm LBS Teen Conference (Vagabond 31899)
- 5 pm Cactus Air Force *Priv* (CANYKING 84423)
- 5 pm Holy Air Force *Priv* (JESUSKID 83851)

HELP ROOM:

- * On the line 10 am to 5 pm *
- * New Member Orientation *
- 1 pm Palatines (Mayer 61448) (3626)
- 1 pm Commonwealth Club (Dorcas 76558) (14236)
- 6 pm Los Angeles Squadron (JLieber 25566) (2640)
- 7 pm Silver Cladon *Priv* (JAMESC 23362) (2640)
- 7 pm Tangle Gird (Trent 24531) (416)

MYSTIC PORTAL:

- 1 pm Pagan/Wiccan Conf. (Shimmer 37536)
- 4 pm Karmas Guild *Priv* (Mikera 92336)
- 6 pm KOPS Pin Club (Macot 85462)

COLLEGE CAMPUS:

- 3 pm KUT Dragons *Priv* (Tor 86438)
- 8 pm LHS Dragons (Dall 70339)
- 7 pm Jans Jans Jans Tab *Inv* (Jline 1011)

CHESS CLUB:

- 3 pm Hammers *Private* (Gauger 10666)
- 3 pm Golf Club (Dunkirk 88938)

TECH POWER:

- 10 am UK Computers (Tica 66633)
- 5 pm Alpha Computers RPG (Trent 19436) (52313)
- 5 pm Half-Jane Lab Squad *Priv* (Gale 33339)

TRIVIA EVEN:

- 4 pm TTT Trivia Madness
- 5 pm TTT Trivia Madness
- 6 pm TTT Trivia Madness
- 8 pm TTT Trivia Madness

SINGLES COVE:

- 8 am Savage Frontier RPG (Azer 70041)

PILOTS LOUNGE:

- 2 pm Wingmaster RPG (Jagyk 25778)
- 6 pm Wing Master Squd *Priv* (TWRBaker 18346)
- 6 pm Sky Wars (SJBaker 79814)

TUESDAY

TEEN HANGOUT:

- 4 pm Hooray! Guild (Balkover 55241)
- 7 pm Cactus Canyon (HobbsBaker 15459)

BOARD ROOM:

- 10 am Star Wars RPG II (JLieber 25566) (2640)
- 5 pm Bible Study and Mission (Pace 68752)
- 7 pm Christian Gang *Priv* (ChlorGard 80452)

TEEN SCENE:

- 5 pm Sit Squad (JOSUEZ 90379)
- 7 pm K&B Squad (K&B 66915)

RPG ZONE:

- 4 pm Star Dragon Inn (JLieber 25566) (2640)
- 11 am Darklands RPG *Priv* (HARRIS 63810)
- 4 pm Silver Lute RPG *Priv* (JAGK 89181)
- 8 pm Opening Miles Squad (MUSTA 26444)

TOURNAMENT ROOM:

- 6 pm L&S Beer BO (HARRIS 63810)
- 7 pm Dining Room Table (Neyz 24489)

SPACES PLACE:

- 4 pm NIAN Guild *Private* (NorskBaker 67171)
- 5 pm SGA Cisa Chase (Chen 70383)
- 7 pm TTRPG RPG *Private* (Shimmer 37536)
- 8 pm Shadow Warden (Azer 70041)

BACKGARDEN DEN:

- 5 pm Star Wars RPG *Priv* (SENeedham 71799)
- 8 pm R&P Squad (R&P 71150)

MARKED LIFE:

- 7 pm Pylantines Anonymous (GARD 31664)
- 8 pm Mischief Club (CAG 54550)
- 8 pm Social Sopers *Priv* (JOSUEZ 90379)

GO-CHECKERS:

- 5 pm WOT Guild (Trent 76733)
- 6 pm "Magical *Private*" (Mikera 92336)
- 6 pm Omega Dragons *Priv* (Widney 79453)

WEDNESDAY

HELP ROOM:

- 7 pm Arctic Arctid Squad (SJBaker 79814)

THURSDAY

TRIVIA EVEN:

- 8 pm TTT Trivia Madness
- 9 pm TTT Trivia Madness
- 9 pm Blue Monday Trivia (Nikita 26250)
- 9 pm Arctic Partial Trivia (Azer 70041)

BRIDGE CLUB:

- 6 pm Bridge Club (Bridger 60481)

COLLEGE CAMPUS:

- 8 pm Virtual Pin Society (Kangaroo 74852)
- 8 pm 22 Spot Rooming Group (Wickens 46666)
- 9 pm Cybernetics (Azer 70041)

BOARD ROOM:

- 4 pm Real-World Gifs *Priv* (HARRIS 63810)
- 6 pm K&B Beer Study *Priv* (LGR 69496) (4226)

RPG ZONE:

- 6 pm Star Dragon Inn (JLieber 25566) (2640)
- 6 pm Star Dragon Inn (JLieber 25566) (2640)
- 7 pm RPGZ (BlueRiver 65049)

PILOTS LOUNGE:

- 7 pm KUT Lance Ltr *Priv* (GIC 86396)
- 7 pm Star Dragon Inn (JLieber 25566) (2640)
- 8 pm Star Dragon Inn (JLieber 25566) (2640)

SPACES PLACE:

- 5 pm New York 2182 RPG (GJ 41853)
- 6 pm A&S Dr. Doctor (Laybore 36867)

TEEN SCENE:

- 7 pm Ralphy Den (Chad 47733)

TEEN HANGOUT:

- 6 pm Trivia Inn Club (Crystal 71756)

TOURNAMENTS:

- 7 pm Alamo Dark Sun II (Baker 69604)

GO-CHECKERS:

- 7 pm USA Guild *Private*" (LWZ 26453)
- 8 pm World's Veterans (BZ 511)

MYSTIC PORTAL:

- 6 pm UK Castle Core (Lewinski 15232)
- 7 pm Council of Nymphs *Priv* (Ridley 77663)

SINGLES COVE:

- 8 pm Xanadu RPG (Lewinski 15232)

FRIDAY

GO-CHECKERS:

- 5 pm Armageddon Guild *Priv* (Pace 68752)
- 5 pm RC Squads *Private*" (RCMember 83440)
- 5 pm SGA *Private*" (Chikara 35866)

COLLEGE CAMPUS:

- 7 pm Golden Girls of Sorcery (Dorcas 76558)

PILOTS LOUNGE:

- 4 pm Real-World Gifs *Priv* (GIC 86396)
- 7 pm WPT Squads *Priv* (WPTLance 12515)
- 11 pm Condemned Thems (KFLM 81331)

SPACES PLACE:

- 6 pm Tristar ADAD RPG (Assommoir 80199)
- 8 pm A-Men and More (Buz 50440)

SINGLES CLUB:

- 6 pm HAVES Info Conf. (HARRIS 63810)
- 6 pm Newborn's Slugs (NWArd 67994)

RPG ZONE:

- 6 pm Star Dragon Inn (JLieber 25566) (2640)
- 7 pm Star Trk RPG (HARDY 65049)
- 7 pm Warriors of Destiny Guild (Ward 36751)

BOARD ROOM:

- 4 pm Star Dragon Inn (JLieber 25566) (2640)
- 7 pm Fellowship Guild (HARRIS 63810)
- 7 pm Vagabonds *Private*" (HARRIS 63810)
- 7 pm VPI *Private*" (Gauger 10666)

HELP ROOM:

- 7 pm PVP Guild (Jenna 78664) (14236)

TEEN SCENE:

- 7 pm Half Land of Buns *Priv* (HARRIS 63810)
- 10 pm Acropolis Club (Chad 47733)

TRIVIA EVEN:

- 6 pm Star Dragon Inn (JLieber 25566) (2640)
- 7 pm TTT Word Play
- 8 pm TTT Trivia Madness
- 9 pm TTT Trivia Madness

WEDNESDAY

TRIVIA EVEN:

- 6 pm Star Dragon Inn (JLieber 25566) (2640)
- 7 pm TTT Word Play
- 8 pm TTT Trivia Madness
- 9 pm TTT Trivia Madness

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COLLEGE CAMPUS:

- 5 pm Star Dragon Inn (JLieber 25566) (2640)
- 7 pm Star Dragon Inn (JLieber 25566) (2640)
- 8 pm Star Dragon Inn (JLieber 25566) (2640)

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BOARD ROOM:

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SINGLES CLUB:

- 6 pm HAVES Info Conf. (HARRIS 63810)
- 6 pm Newborn's Slugs (NWArd 67994)

RPG ZONE:

- 6 pm Star Dragon Inn (JLieber 25566) (2640)
-

9 pm Poetry Workshop
(HJL/3096+ 171066)

TRIVIA HAVEN:

6 pm TTT Trivia Madness
7 pm TTT Trivia Madness
8 pm Trivia Trivia
(HJL/3096 19182)

CHESS CLUB:

7 pm Overboard Acespieces
(Della+ 32155)
8 pm Red Dwarf
(Vince/26 26412)
9 pm Chess Patrol
(WDH 79025)

SINGLES COR:

7 pm NUT GOLF
(Korbes 35997)
8 pm NUT GOLF
(Overbrook 21967)
9 pm Coldest Cold Buds
(Grant 32398)

PILOTS LOUNGE:

5 pm Fox Trot *Private*
(Assault/210 47087)
6 pm L3 Briefing Room
(Dennis/26 67274)
7 pm Star Wars
(Dennis/26 54168)

TEEN HANGOUT:

6 pm Soldiers of the Sky Squad
(Dennis 49018)
7 pm Mental Kombat SIG
(Dennis/26 85274)
8 pm Punk Conference
(Evangeline 46404)

RPG ZONE:

Open Lord Dragon Inn
(Dennis 49018)
5 pm Chess of the Gods
(Dennis 49018)
6 pm Chess of the Gods
(Dennis 49018)
7 pm Chess of the Gods
(Dennis 49018)

GO-CHECKERS:

7 pm Star Wars RPG
(Dennis 49018)
7 pm Star Wars RPG
(Dennis 49018)
7 pm Star Wars RPG
(Dennis 49018)
7 pm Star Wars RPG
(Dennis 49018)

TECH TOWEL:

5 pm BBS Staff and Info
(Dennis 49018)
6 pm Visual Strategy Overload
(Aries 37448) *Pvt*

SPORTS GEN:

6 pm MEXICO
(Aries 37448)
7 pm TTT Trivia Madness
(Dennis 49018)
8 pm TTT Trivia Madness
(Dennis 49018)

MYSTIC FORTUNE:

6 pm TTT Trivia Madness
(Dennis 49018)
7 pm Star Wars RPG
(Dennis 49018)
8 pm Star Wars RPG
(Dennis 49018)

CHESS CLUB:

10 pm Chess Patrol
(Dennis 49018)
11 pm Chess Patrol
(Dennis 49018)

SPADES PLACE:

6 pm Jade Tower RPG
(Dennis 49018)
7 pm Jade Tower RPG
(Dennis 49018)
8 pm Jade Tower RPG
(Dennis 49018)

BACKGAMMON GEN:

6 pm Backgammon
(Dennis 49018)

6 pm Star Trek RPG *Pvt*
(Dennis 49018)

6 pm Star Trek RPG
(Dennis 49018)

HEARTS CLUB:

7 pm Hearts of the North
(Dennis 49018)

MAGNETIC LIFE:

6 pm TTT Trivia Madness
(Dennis 49018)
7 pm TTT Trivia Madness
(Dennis 49018)

SINGLES SPOT:

7 pm Computer Games
(Dennis 49018)

SOLUBLE:

5 pm Chess of the Gods
(Dennis 49018)
6 pm Chess of the Gods
(Dennis 49018)

HEARTS CLUB:

11 am Hearts of the North
(Dennis 49018)
12 pm Hearts of the North
(Dennis 49018)

TEEN SCENE:

7 pm Computer Games
(Dennis 49018)
8 pm Computer Games
(Dennis 49018)

SINGLES CLUB:

7 pm NUT GOLF
(Korbes 35997)
8 pm NUT GOLF
(Overbrook 21967)

TRIVIA HAVEN:

6 pm TTT Trivia Madness
(Dennis 49018)
7 pm TTT Trivia Madness
(Dennis 49018)

BOARD ROOM:

6 pm Chess of the Gods
(Dennis 49018)
7 pm Chess of the Gods
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COLLEGE CAMP:

6 pm Chess of the Gods
(Dennis 49018)
7 pm Chess of the Gods
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TRIVIA HAVEN:

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CHESS CLUB:

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SPADES PLACE:

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HELP ROOM:

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BACKGAMMON GEN:

6 pm Backgammon
(Dennis 49018)

7 pm Star Trek RPG *Pvt*
(Dennis 49018)

6 pm Star Trek RPG
(Dennis 49018)

PILOTS LOUNGE:

7 pm Hearts of the North
(Dennis 49018)

TEEN HANGOUT:

6 pm Soldiers of the Sky Squad
(Dennis 49018)
7 pm Soldiers of the Sky Squad
(Dennis 49018)

SINGLES SPOT:

7 pm NUT GOLF
(Korbes 35997)
8 pm NUT GOLF
(Overbrook 21967)

SOLUBLE:

5 pm Chess of the Gods
(Dennis 49018)
6 pm Chess of the Gods
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HEARTS CLUB:

11 am Hearts of the North
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TEEN SCENE:

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CHESS CLUB:

10 pm Chess Patrol
(Dennis 49018)
11 pm Chess Patrol
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SPADES PLACE:

6 pm Jade Tower RPG
(Dennis 49018)
7 pm Jade Tower RPG
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HELP ROOM:

6 pm Chess of the Gods
(Dennis 49018)
7 pm Chess of the Gods
(Dennis 49018)

BACKGAMMON GEN:

6 pm Backgammon
(Dennis 49018)

1994 JANUARY 1994

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All times listed are Pacific Time.

1 pm Guild of Sacred Sword
(Dennis 49018)

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MARRIED LIFE:

11 am Married Life
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1 pm Married Life
(Dennis 49018)

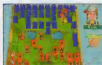
4 pm Married Life
(Dennis 49018)

7 pm Married Life
(Dennis 49018)

10 pm Married Life
(Dennis 49018)

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TECH TALK

Version 2.3 is here, and it heralds the arrival of many new games that will soon become favorites such as INN 3-D Golf, Stratego, euchre, and spades. **knowNATION** v2.3 also uses a technique known as "virtual memory" to make it possible to play most of the games on-line with as little as 480k of free conventional RAM.

Virtual Memory (or VM) does this by using small amounts of space on your hard drive to "swap out" bits of data, free up that portion of RAM, then read back from disk the information it swapped so game play can continue. Swapping information in and out from the hard drive can take a second or two, so in this issue we'll discuss how to use expanded memory to eliminate the need for your machine to swap to and from your fixed disk.

Your computer's memory is divided into

three types: Conventional (the amount from 0 to 640k, Shadow Ram (the amount from 640k to 1024k), and Extended (memory above 1024k). You can use a Memory Manager, such as EMM386.EXE, to create blocks of memory that conform to the Expanded Memory Specification (or EMS). By setting up 300k or more of EMS memory, VM will never need to use your hard drive to swap out information — it will do it in your computer's memory. Not only does this mean less hard drive writes and reads, it means your v2.3 games will run faster because memory takes only nanoseconds to access.

The quickest and easiest way to gain EMS memory for use, by INN is to use the boot disk maker found on disk #1 of the INN install kit (BOOTDISK.EXE). Not only will the boot disk maker calculate the exact formula for your computer to use, it will copy all nec-

essary files from your hard drive to a floppy disk and then create a CONFIG.SYS and AUTOEXEC.BAT file on that disk for you! Using the boot disk program also means you don't have to worry about changes you make in your memory management scheme affecting the way other programs perform.

If you do rather boot from your hard drive and want to make sure you are making EMS memory available to INN, insure the following lines appear in your CONFIG.SYS file: DEVICE = C:\DOS\EMM386.SYS
DEVICE = C:\DOS\EMM386.EXE 384

This guarantees a minimum of 384k of EMS will be created when you boot your computer.

Remember, if you have questions, please feel free to write me at box 906!

Happy computing!



An Ode to Computer Care

As you well know, computers aren't cheap,
But there are so many benefits to reap.
To keep your computer running like new
Below are a list of things you can do.
The computer will be a long lasting tool
But it doesn't like heat, so please keep it cool.
Another thing that is really a must,
Is to keep it away from sources of dust.
And it's not only dust, it's much more than that.
Computers get dirty from the hair of your cat.
Being hungry on-line is often our mood,
but keyboards are ruined from the crumbs of the food.
As glasses and cups of beverages are filled,
But then all too often these drinks are then spilled.
Prevention is cheap and a very quick chore,
With a can of compressed air that you get at the store.
Once in a week, a really good spray,
Will blow out the crumbs, dust and hair far away.
This is surely not all that will damage your unit.
A big surge of power will definitely ruin it.

A surge protector is an investment with pride,
To keep the unit from being deep fried.
Please back up your files to tape or to disk,
Takes lotsa time, but well worth the risk.
Smoking on-line is also taboo,
As it coats your computer with brownish-like goo.
If you think that's all to computer care, NOT!
A virus can destroy everything that you've got.
System files, data, and software I guess,
A virus will alter it, make it a mess.
To back up your hard drive will often suffice,
But a virus protect program would also be nice.
You can find them expensive and yet some are free,
But using it often is really the key.
You're computer will last long and for you will be there,
If you make a good effort to treat it with care.

Seriously, I've been in this industry for many years. I've seen computers damaged by preventable and unpreventable causes and people faced with costly repairs. We like to see you on-line, and often, so please take care of your investment. If you have any questions, I'm in the Help Room most every night.

Value Added Network continued from page 1

To support our private, fiber-optic-based data network, redundant hardware and systems have been put into place to insure that if something unforeseen happens, it will be virtually invisible to you, the member. Repetitive processors and switches all over the network mean that if a system goes down, computers dedicated to monitoring the network's traffic will automatically re-route calls around problems while the affected systems "repair themselves" by referring traffic to duplicate "stand-by" systems. Alarms go off and alert technicians as to the type and location of the failure, and people are dispatched to correct the problem.

The system can tolerate multiple breakdowns and will continue to search for the most efficient path through the network to keep your connection to us. If necessary, calls can even be pulled from our private network and transferred to the public network. In one case, calls from some INN members, affected by a network blockage, were re-routed through Paris, France!

Although we offer more connection points



CHESS CLUB NEWS

INN players meet, compete at Reno chess tournament

At a recent nationwide chess tournament, several INN Chess Club members, who got together to see the faces behind the toons of their on-line friends, also saw one of their own take first place.

The event was the 11th Annual Sands Regency Western States Open, held October 29 through 31 in Reno, Nevada.

Grandmaster Roman Dzindichashvili, who frequently plays and gives lessons in the INN Chess Club, won the tournament after defeating two other top players in tie-break rounds.

Other INN Chess Club players met at the hotel for some pre-tournament socializing. They are known on the network as Vissidarte, Tiger22, Strangler, Blueite, Chessala and LadyJ.

Vissidarte, who did not play in the tournament, drove to Reno Saturday morning from the San Francisco Bay Area to see how his chess student Jordy Mont-Reynaud was doing in the tournament. Jordy is the U.S. Chess Federation's top-rated player in the 10-year age category, with a rating close to the master's level.

than any other network, INN will be adding more very shortly. As technology and techniques in data connections improve, they will be incorporated into our existing private data network to assure the connection

from your modem to us is as quick and clean as possible. It's just another way INN works to remain the premier interactive on-line entertainment service!



The Shadow of YSERBIUS

The Ultimate Multi-User Dungeon!



"I will be asked to find you solve the volcano's mysteries."

—QuestBusters

Welcome to "The Shadow of Yserbius," the multi-player fantasy roleplaying epic on The Imagination Network. Join real people in real time as you search for the secrets of a cursed Kingdom buried beneath a live volcano.

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people gather each night to experience the multi-player dungeon epic that Strategy Plus Magazine calls "champion among multi-player fantasy games...a game too big for just one player."

Team up with a Wizard from Wisconsin, a Knight from New Jersey or a Thief from DC. Build your character by completing quests, acquiring spells, and gaining experience as you explore the labyrinths. Talk to Elves, Troils, Gnomes, Dwarves, Orcs and maybe even a few humans from all over America.

And you can take a FREE tour of the dungeons, just by calling the number to the right. You'll meet the nicest people. Some of them may even let you live

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The Imagination Network is the world's Premier On-Line Games Network. You can access Imagination toll-free from most U.S. cities with your PC and modem.

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a shadowy kingdom and be back in time for bed. It's all in a evening's play.



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IMAGINATION™
THE IMAGINATION NETWORK

INN Quality Assurance: From Bugs to Beauty



As 1994 begins, **ImagiNation v2.3** is appearing on the com-

puters of more and more of our Members. Those of us in the INN Quality Assurance (QA) department feel a special sense of pride in delivering the most heavily-tested version of our software in time for everyone to enjoy through the holidays.

After QA's last article, I received a number of inquiries asking how exactly we go about the process of reporting and resolving problems with the software during testing. With 600 to 800 field Beta Testers running v2.3 through its paces, you can bet we had a sound system in place to handle all of what they would be telling us about the software.

The way it works is this. Every Beta version of our software is written to make use of what we call our "INN BugLogger." This tool is activated when a Tester hits a hot-key. They are then presented with a screen prompting them to create a title and give a full description of the problem. Then, there are buttons to indicate how severe the prob-

lem is (i.e. are you dumped back to DOS or is it just something relatively minor or even a suggestion), where it occurred and whether or not they found it to be repeatable. Once their information is complete, the Tester can then click on a Save button and send their report to us.

These reports are written to special bulletin boards only our QA department can access. A number of times everyday during the height of a testing cycle, we will download all of the information written to these special boards. In addition to what the Tester wrote, the BugLogger also reports the Testers computer speed, modem brand, baud rate, the date and time they reported the bug, and even their mailbox number. In testing v2.3 there were incidences where our programmers needed additional information only our Beta Tester reporting the problem could provide. When that happened, having a mailbox already listed helped enormously!

Once the reports are downloaded from the network, they are imported into a bug-tracking software package where everyone involved with the project can read them, comment on them and, of course, pass them on

to QA once they have been addressed. QA's involvement with version 2.3 began as far back as last June. All told, there were more than 5,000 individual bug reports generated during testing version 2.3. You can imagine (no pun intended) how many testing hours that represents.

When the programmer assigned a specific bug report is done fixing it, they then assign it to QA. We then verify the fix the programmer made and either "close" the bug report or, if we find it is still a problem, we route it back to the programmer with more information as to what was found in testing. Eventually, all of the bugs reported are resolved and then, the software is ready for release.

Working in QA is certainly an interesting job to tell people you do in casual conversation, and its usually followed with a reply along the lines of "You play games ALL day?" Now you can see there's a little more to it. But as any avid gamer would imagine (okay, maybe just a small pun intended this time), its a job that's easy to love.

Happy holidays from all of us at INN QA. See ya' on-line!



INNteractive Network University Winter Quarter Schedule

The new class quarter begins on Saturday, January 8. Game classes will be a drop-in format, all others require signing-up in advance. To register for a class, send your name, box number and the class title to the box listed next to the class (below). If you do not have INN Stamps, you may leave a message in the appropriate bulletin board in the INN University. The current schedule is as follows:

SATURDAY

Backgammon: 11 am 5 pm
MedievalLand: Noon 4 pm
Cribbage: 2 pm 6 pm
Spades: 1 pm 3 pm

SUNDAY

Hearts: 11 am 3 pm
Euchre: Noon 2 pm 4 pm
Poker: 1 pm 5 pm
Beginning DOS*: 6 pm (box 711)
5 weeks beginning 1/9/94

MONDAY

Gnoss: 7 pm
C++*: 7 pm (box 722)
10 weeks beginning 1/10/94

TUESDAY

Euchre: 7 pm
Cribbage: 7 pm

WEDNESDAY

Home Accounting*: 7 pm (box 754)
3 weeks beginning 1/12/94
Quick BASIC*: 7 pm (box 734)
10 weeks beginning 1/12/94
MedievalLand: 7 pm

THURSDAY

Creative Writing*: 7 pm (box 745)
7 weeks beginning 1/13/94
Spades: 7 pm
Beginning DOS*: 7 pm (box 715)
5 weeks beginning 1/13/94

FRIDAY

Poker: 7 pm
Backgammon: 7 pm

*Class requires pre-registration